

**ABSTRACT OF THE DISCLOSURE**

A character training control includes setting a character to be trained and its training initial values when a training mode is instructed; obtaining training values to be added to the training initial values of the character by causing the set character to take actions on a monitor in line with a training purpose according to the operation of a plurality of operable buttons; giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable buttons; judging whether training has been successful; and transferring the data of the successfully trained character to the external side together with the training initial values and the given items when a transfer mode is instructed. The control enables realization of an interesting and ingenious game.